

TECHNOLOGY ACROSS MOTIVATION IN LEARNING

By

S.SHARMILA,

Research Scholar, Department of Educational Tech,
Bharathiar University, Coimbatore.

PREETHA RAVIKUMAR,

Research Scholar, Department of Educational Tech,
Bharathiar University, Coimbatore.

ABSTRACT

Education means a natural, progressive and systematic development of an individual. It is also a conscious attempt to promote learning in others. The shift in learning witnessed the revolution of technology and the new millennium ushered in a new dimension of learning. The changes occurred in the field of education are far beyond the boundaries of our imagination. Learning through technology is becoming increasingly diverse, innovative and specialized. The arrival and rapid dissemination of digital technology in the last decades of the twentieth century has changed the styles of learning. Self- motivated learning along with the use of technology goes a great way towards the achievement and paves way for responsible learning. This article focuses on the impact of self motivated learning through technology. It also encompasses the types of learners in the technological strategies used to foster motivation.

INTRODUCTION

Motivation is a core construct in human behaviour. It is a process of responding to learner's inner needs and drives. Learning through technology is a consequence of the acts of choosing, deciding and doing. Being motivated to learn is like winning half the battle. Knowing that the subject to be taken up is going to have some fun elements like video, audio, animation etc, increases the interest and curiosity in learning. This also leads to better retention and faster learning. Here learning is learner centered and learners can control the pace of their learning.

Technology Learner = Self Motivated

The major advantage of activities are directed by means of electronic environment. It is noted that learners using technology are usually self-motivated. It makes the learner to learn with interest and the experiences enjoyable. When it is done imaginatively, learning events become more meaningful. Many different types of technology can be used to support and enhance learning. Almost every technology starting from video content and digital movie making to laptop computing and handheld technologies have been used in classrooms, and new uses of technology such are constantly emerging.

Tech Oriented Learners

Learners are classified into four different groups based on their learning styles, they are

Innovative Learners

- They look for personal meaning while learning
- They draw on their values while learning
- They enjoy social interaction
- They are cooperative
- They want to make the world a better place

Analytic Learners

- They want to develop intellectually while learning
- They draw on facts while learning
- They are patient and reflective
- They want to know "important things" and to add to the world's knowledge

Common sense Learners

- They want to find solutions
- They value things if they are useful
- They are kinesthetic
- They are practical and straightforward
- They want to make things happen

Dynamic Learners

- They look for hidden possibilities
- They judge things by gut reactions
- They synthesize information from different sources
- They are enthusiastic and adventurous

The modalities of learning also differs with the types of the learners. Some of the modalities using technology are observed as,

Visual (Seeing),

Auditory (Hearing),

Kinesthetic (Moving) and

Tactile (Touching)

Strategies Used To Foster Motivation

a) Encourage learners to take ownership in learning:

Learners can take the ownership of the learning assignment identifying and deciding for themselves the relevant learning goals. That will motivate them to apply what they have learnt to attain their learning goals.

b) Promote Mindfulness to learning in various contexts:

Learners must be able to bridge domains and foster active abstraction of concepts learnt.

c) Increase authenticity of learning tasks:

This prepares them for the complexities of real- world task that requires them to use skills and knowledge that have to be continually transferred.

Technological Environment Factors Influence Learning

Technological factors influence learners motivation. In self motivated learning, the achievement is greater, allowing learners to take greater responsibility for their learning. It is important to consider how these electronic technologies differ and what characteristics make them important as vehicles for learning.

It is important to set goals in different life areas because such goals serve to motivate behaviour. Goals enhance performance in five major ways.

Efforts

The goals set in oneself influence what they attend to and how hard they try to maximize the performance.

Duration/ Persistence

When learners work on a task without a goal they are likely to allow the attention to drift, become more easily interrupted and even stop working without completing the task.

Direction of attention

Goals direct the learners performance towards the task at hand, and away from unrelated or irrelevant tasks.

Strategic planning

Setting goals encourages strategic planning because the presence of a goal encourages the learners to decide how to proceed.

Conclusion

With ever-expanding content and technology choices, from video to multimedia to the Internet, there's an unprecedented need to understand the recipe for success, which involves the learner, the teacher, the content, and the environment in which technology is used.

To conclude, self motivated learning with the application of the technology engages the learners in exploring, thinking, reading, writing, researching, inventing, problem solving and experiencing the world. So curriculum planners should incorporate the use of self motivating techniques from the primary through the higher levels of education.

References

- [1]. Owen Macindoe, Mary Lou Maher. Intrinsically Motivated Intelligent Rooms. [Http://www.arch.usyd.edu.au/au/~mary/pubs/2005pdf/ubiq-comptg-macindoe.pdf](http://www.arch.usyd.edu.au/au/~mary/pubs/2005pdf/ubiq-comptg-macindoe.pdf).
- [2]. Wilson, 1988. The Wilson Reading System. The Principles of the Wilson reading system critical points Identified. [Http://www.wilsonacademy.com/academy/resource/ten_critical_points.pdf](http://www.wilsonacademy.com/academy/resource/ten_critical_points.pdf).
- [3]. Lyen Chou, Robbie Mc Cintoock, Frank Moretti, Don
- [4]. H.Nix. New York: New lab for Teaching and Learning, 1993. Technology and Education: new wine in new bottle choosing pasts and Imagining Educational

futures. www.ilt.columbia.edu/publicATIONS/papers/newwine1.html

[5]. Mc.Campbell,Bill. Principal Leadership.E-

L e a r n e r = s e l f - m o t i v a t e d ?
www.findarticles.com/p/articles/mi-qa4002.Accessed
7/12/2006

ABOUT THE AUTHORS

Dr. A. RMs. R.Preetha is a Research Scholar in the Department of Educational Technology, Bharathiar University, Coimbatore, Tamil Nadu. She may be reached via e- mail at : ravikumar.preetha@gmail.com



Ms. S.Sharmila is a Research Scholar in the Department of Educational Technology, Bharathiar University, Coimbatore, Tamil Nadu. She may be reached via e- mail at sharmila.scorpio@gmail.com

